

INTRODUCTION TO CYBER GRAPHICS

CYBER GRAPHICS is designed to be an all in one Graphics Utility. It is a sophisticated utility and if you are not familiar with ATARI Graphics you may find this introduction helpful. We suggest that you start with these instructions and practice with the DRAWING UTILITY, the P/M GENERATOR, and the CHARACTER SET UTILITY, first, BEFORE you decide to do any serious programming.

INTRODUCTION TO CYBER DRAWING

After loading the drawing utility a series of instructions will be displayed. PRESS any key and three questions will then be displayed. Type N (no) to questions one and two and then type in a name for your drqwing. (since this is just practice you may type any 3 to 8 letters you wish.) then press RETURN.

The CYBER DRAWING UTILITY will draw in any of the Atari Graphics Modes, however it is recomended that modes 0,1,and 2 NOT be used. 0,1,and 2 are text modes. For further details refer to the main instruction book.

Each mode uses a different number of colors and luminances. The following is a list of each mode and the number of colors utilized by each mode.

<u>MODE</u>	<u>NUMBER OF COLORS</u>	<u>RESOLUTION</u>
3	4	LOW
4	2	MED
5	4	MED
6	2	MED/HI
7	4	MED/HI
8	1	HI
9	1	GTIA
10	9	GTIA
11	16	GTIA

After you select a graphics mode you will be prompted to select colors to put into each register of the mode. Type in the number of the color you want. Press RETURN. Then type in the luminance you desire and press RETURN. Color selections are 0 thru 15 and luminance selections are 0 thru 14.

Once a color and luminance are selected and put into the proper register it can then be called up by any of the change color commands. For example: If mode 7 is chosen you would have put colors into registers 708,709,710,and 712. The color in 708 may be called up by either typing C1 or CTL N 1. The 1 changes the color you are drawing in to the color register 708.

OTHER IMPORTANT COMMANDS ARE:

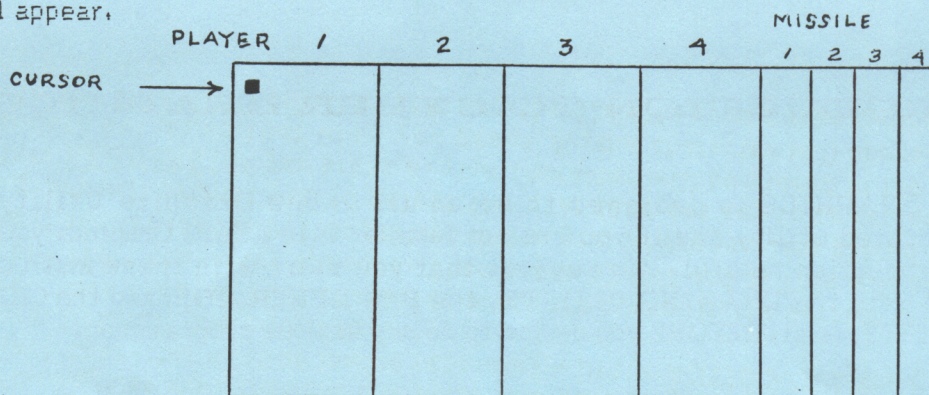
x: Will change the 2 plotting points.

CTL C: Will take you from the FILL MODE to the CONTINUOUS DRAW MODE and back to FILL.

CTL N: Allows you to change color without resetting the plot points.(TRY IT)

INTRODUCTION TO P/M

You will find the P/M utility the easiest of the utilities to use. After loading the P/M UTILITY, select either SINGLE or DOUBLE resolution. After this selection a grid will appear.



Use the joystick to move the cursor and draw your player.

NOTE: (More than one player may be combined to form a larger player such as a large space ship.) After you have drawn your images press START. Then type 3. All the information will be loaded into the computer. After LOADING 5 has been completed, press START. Then type 6 to test your player. Press 1 to move player 1. Type 2 to move player 2 and so on. If the player is what you want press START and 5 then 3. This will display the numerical data of your player missile. Try a few drawings, then refer to your utility manual.

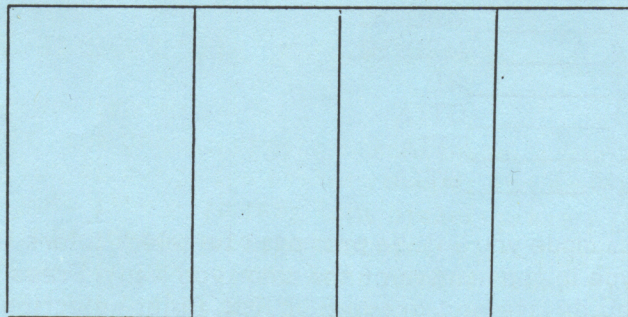
INTRODUCTION TO CHARACTER DRAWING

Just for practice, after loading the CHARACTER UTILITY type in N in answer to the prompts. After this you will be asked what mode you want.

1 = Antic 4&5

2 = Basic

In the Antic mode you may create multicolored characters. After mode selection a grid will appear.



Use the cursor to draw your character, select your color, either 0,1,2 or 3 use 0 to erase. You may use more than one character to create larger characters.

NOTE: Each character must be loaded separately. In the ANTIC MODE the grid is 16x4 characters. In BASIC the grid is 8x4.

After you have created your character place the cursor in the section of the grid in which your first character appears. Then press START and 1. This will allow you to save the character that is in that portion of the grid where you last placed the cursor. The program will prompt you to select the standard set key to be replaced by your character. EXAMPLE: If you press A, your character will be stored in the address of the standard set A, so that when you press A your character will appear. You may return to the DRAWING GRID by pressing the CLEAR key and then typing CONT and pressing RETURN.